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**6579**

Register Number:

Name of the Candidate:

**M.F.A. DEGREE EXAMINATION - 2015**

**(DIGITAL GRAPHICS TECHNOLOGY)**

**(SECOND YEAR)**

**(PAPER – VII)**

**620. DIGITAL CHARACTER MODELING AND ANIMATION**

*May*)

*(Time: 3 Hours*

Maximum: 100 Marks

**SECTION - A**

**Answer any EIGHT questions. (8 × 5 = 40)**

1. Describe the available user interface in MAYA.
2. What is the use of Sub divisional modeling in MAYA?
3. Describe TWEAKING.
4. Explain the concepts of modeling.
5. How to make skeleton structures in MAYA?
6. Brief about Solvers.
7. Explain about set key mode in MAYA.
8. Explain the basic animation
9. Explain run cycle in MAYA.
10. Brief about animation techniques in MAYA.

**SECTION - B**

**Answer any THREE questions. (3 × 20 = 60)**

11. Explain the geometry in MAYA.
12. Explain in detail about: a) Modeling for Games b) Modeling for Animation.
13. How to use constraints for animation in MAYA?
14. Explain set key and auto key animation mode
15. Explain about graph editors and its uses?

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